

```
void insert (int val, int pos)
```

```
{
```

```
    node *n = new node(val); ✓
```

```
    if (head == NULL)
```

```
    {
```

```
        head = n;
```

```
        n->next = head;
```

```
        n->prev = head;
```

```
    }
```

```
    else if (pos == 1)
```

```
    {
```

```
        node *temp = head->prev;
```

```
        n->next = head;
```

```
        n->prev = temp;
```

```
        head->prev = n;
```

```
        temp->next = n;
```

```
        head = n;
```

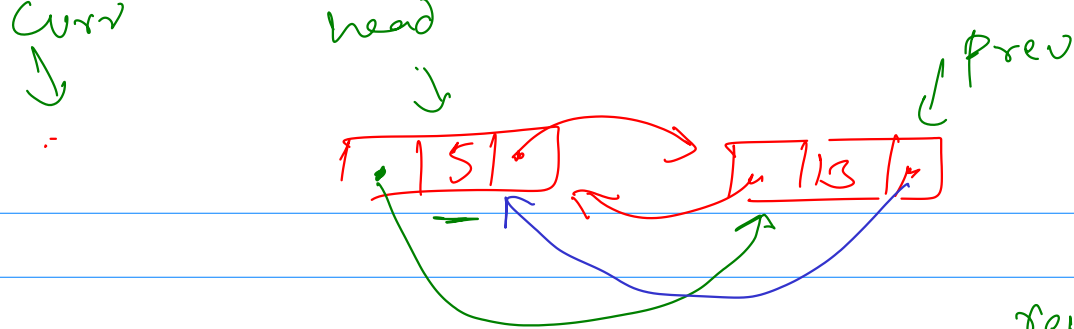
```
    }
```

```
    else {
```

```
        ;
```

```
        length++;
```

```
    }
```



```
void remove (int pos)
```

```
{
    if (pos == 1)
```

```
{
    node * curr = head;
```

```
    node * prev = head -> prev;
```

```
    head = head -> next;
```

```
    head -> prev = prev;
```

```
    prev -> next = head;
```

```
    delete curr;
}
```

